

COMBAT BONUSES

Strike + ____ Throw + ____ Parry + ____ Dodge + ____
Roll + ____ Grapple + ____ Initiative + ____ Damage
Actions per Round ____ Movement ____ Jump Height ____
Armor Rating (AR) ____ Throw Range ____ / ____ / ____

FIGHTING STAGES

Primary ____
Secondary ____
Other ____
Other ____
Other ____

Techniques

V

Weapon: _____ Dmg _____ Size _____
Spd + ____ Strike + ____ Throw + ____ Parry + ____
Range ____ / ____ / ____ Payload ____ RS ____

Weapon: _____ Dmg _____ Size _____
Spd + ____ Strike + ____ Throw + ____ Parry + ____
Range ____ / ____ / ____ Payload ____ RS ____

Weapon: _____ Dmg _____ Size _____
Spd + ____ Strike + ____ Throw + ____ Parry + ____
Range ____ / ____ / ____ Payload ____

Weapon: _____ Dmg _____ Size _____
Spd + ____ Strike + ____ Throw + ____ Parry + ____
Range ____ / ____ / ____ Payload ____ RS ____

Other Equipment

ELEMENTAL SOUL NATURAL COMBAT

Earth: +1 bonus to Strike checks for each successful attack that lands a Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Fire: +1 bonus to Parry for each successful attack that lands a Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Lightning: +1 bonus to Strike for each successful attack that lands a Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Wind: +1 Damage bonus to their attacks for each successful attack their enemies land on them in that Round. This bonus is reduced to 0 at the beginning of the next Round.

Water: +1 bonus to Strike for each successful attack that lands a Dodge in that Round. This bonus is reduced to 0 at the beginning of the next Round.